



Arcade 8-in-1 2-Player Basketball



Please keep this instruction manual for future reference

**If you have any problems with your new product,
please contact Triumph Sports USA at 1-866-815-4173,
or e-mail us at csr@triumphsportsusa.com
for any technical support or warranty issues.**

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Warnings



WARNING: Choking Hazard--Toy contains small balls and/or small parts.
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BILLIARDS



DARTS



GAME TABLES



CASINO



OUTDOOR GAMES




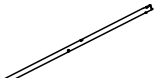
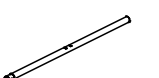
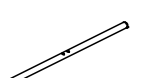
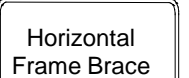
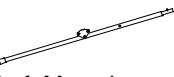

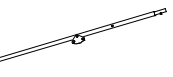




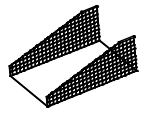
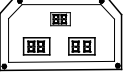
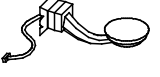





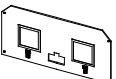






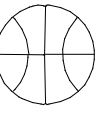


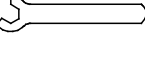
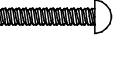



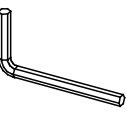

DARTBOARDS

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West Allis, WI 53227

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Parts List

 Board L Tube 2pcs	 Board Tube 2pcs	 Left Tube 1pc	 Right Tube 1pc	 Horizontal Frame Brace U Tube 1pc
 Left Mounting Tube 1pc	 Support Tube 2pcs	 Right Mounting Tube 1pc	 Ramp Tube 2pcs	 Ramp L Tube 2pcs
 Ramp U Tube 1pc	 Horizontal Tube 2pc	 Ball Ramp with Side Netting 1pc	 Electronic Scorer 1pc	 Paddle with Sensor 2pcs
 Control Box with Control Wire 1pc	 Rim 2pcs	 Rim Support Plate 2pcs	 Inflation Pump With Needle 1pc	 Net 2pcs
 Backboard 1pc	 M6 washer 6pcs	 M6 x 20mm Bolt 16pcs	 M6 x 30mm Bolt 6pcs	 M6 x 40mm Bolt 4pcs
 M6 x 50mm Bolt 4pcs	 M6 Nut 32pcs	 Basketball 4pcs	 3.5 x 10mm Bolt 4pcs	 Electronic Scorer Face Plate 1pc
 Wrench 1pc	 M6 x 60mm Bolt 2pcs	 Lock Pin 2pcs	 Bushing 2pcs	 Scoring Arm Plate 2pcs
 Allen Key 1pc	 Scorer Control Wire 1pc			



WARNING:

- 1) Requires 3 AA Batteries (Not included).
- 2) Do not mix old and new batteries.
- 3) Do not mix alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.

Assembly Instructions

Find a clean, level place to begin the assembly of your Basketball Game. We recommend that two adults work together to assembly this basketball game.

Remove all the parts from the box and verify that you have all of the listed parts as shown on the Parts List. Carefully cut or tear the four corners of the box so that the bottom of the box can be used as your work surface.

FIG. 1 & 2

Attach the Board Tubes (#2) to the Left Tube (#3) and Right Tube (#4) using spring lock as shown in FIG.1.

Attach the Support Tubes (#7) to the Mounting Tubes (#6) and (#8) using spring lock as shown in FIG.2.

FIG. 1

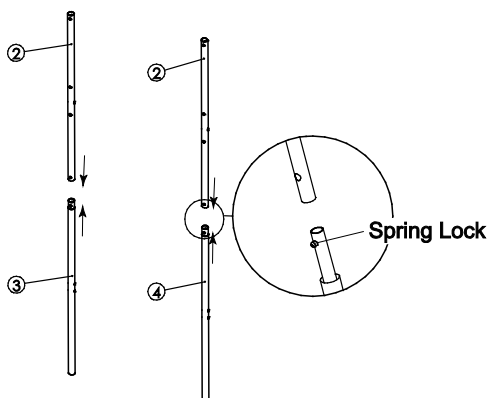


FIG. 2

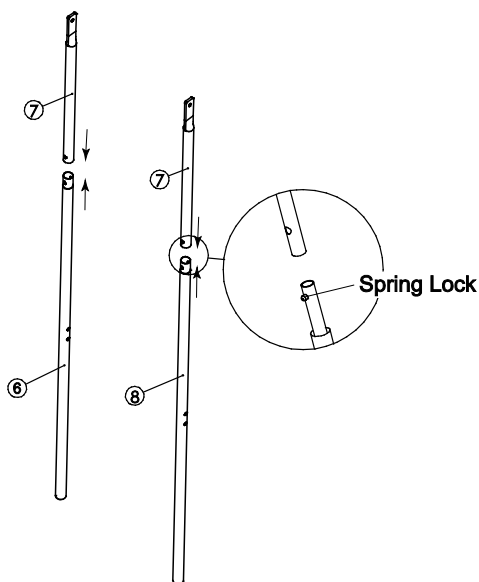


FIG. 3

FIG. 3A

Attach the Horizontal Frame Brace U Tube (#5) to the Left Tube (#3) and Right Tube (#4) using Bolts (#26) and Nuts (#27) as shown in FIG. 3A.

Attention: Be careful not to reverse the left and right Tubes.

FIG. 3B

Attach the Left Mounting Tube (#6) and Right Mounting Tube (#8) to the Horizontal Frame Brace U Tube (#5), with Bolts (#26) and Nuts (#27) as shown in FIG. 3B.

Attention: Be careful not to reverse the left and right Mounting Tubes.

FIG. 3C

Attach the Support Tubes (#7) to the Board Tubes (#2), with Bolts (#24) and Nuts (#27).

As shown in FIG. 3C.

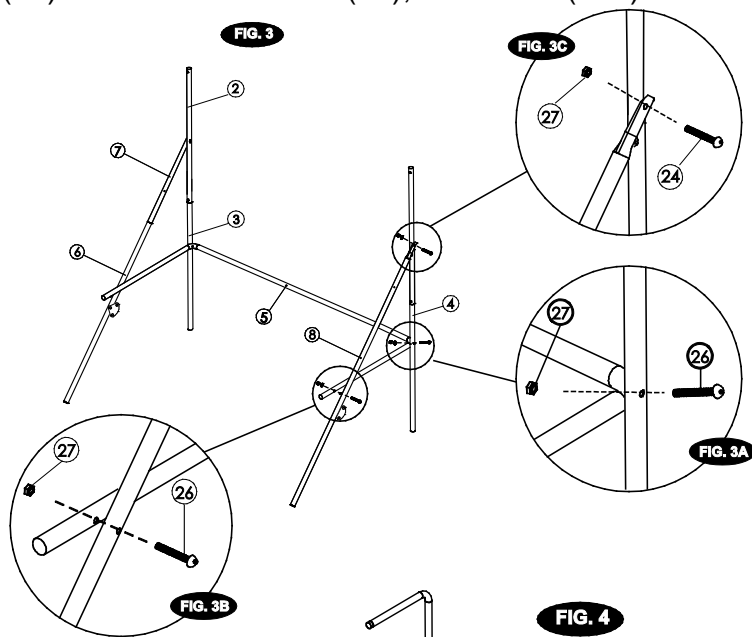


FIG. 4

Attach the Horizontal Tube (#12) to the Board Tubes (#2) using Bolts (#24) and Nuts (#27) as shown in FIG. 4. Then insert the Board L Tubes (#1) into the Board Tubes (#2), using spring lock as shown in FIG. 4.

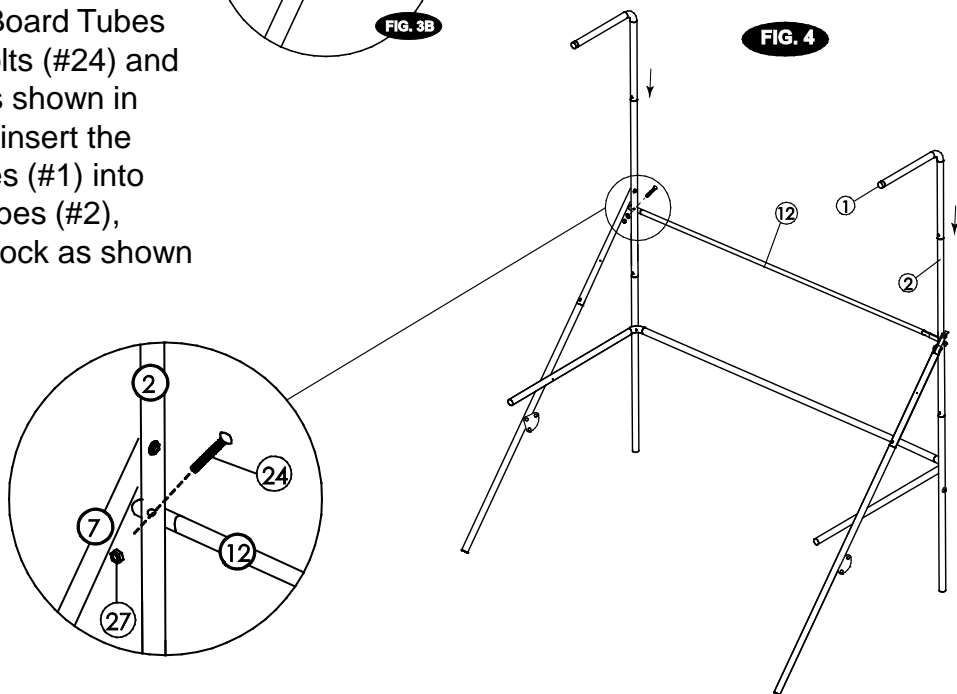


FIG. 5

Attach the Ramp Tubes (#9) to the Left Mounting Tube (#6) and Right Mounting Tube (#8) using Bolts (#32), Washers (#22), Bushing (#35), Lock Pin loop (#33) and Nuts (#27) as shown in FIG.5. Now insert the Lock Pins (#33) into the pivot joint to lock the game into playing position.

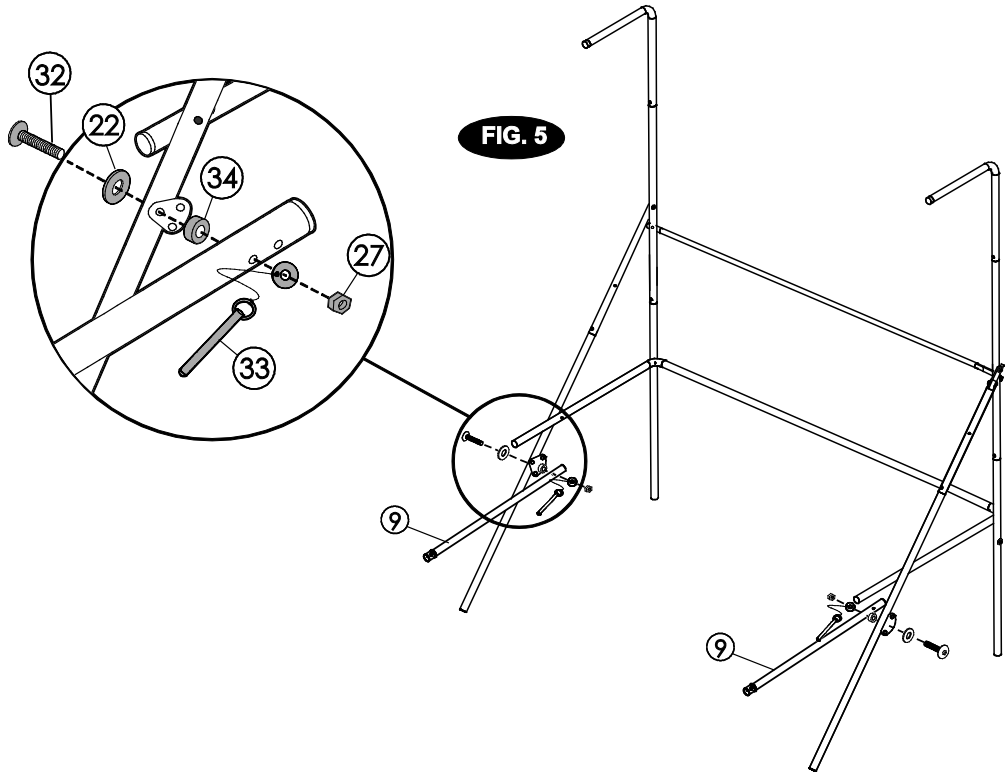


FIG. 6

Attach the Ramp L Tubes (#10) to the Ramp U Tube (#11) using the spring lock, and then place the Ramp L Tube (#10) into the Ramp Tube (#9) using the spring lock as shown in FIG.6.

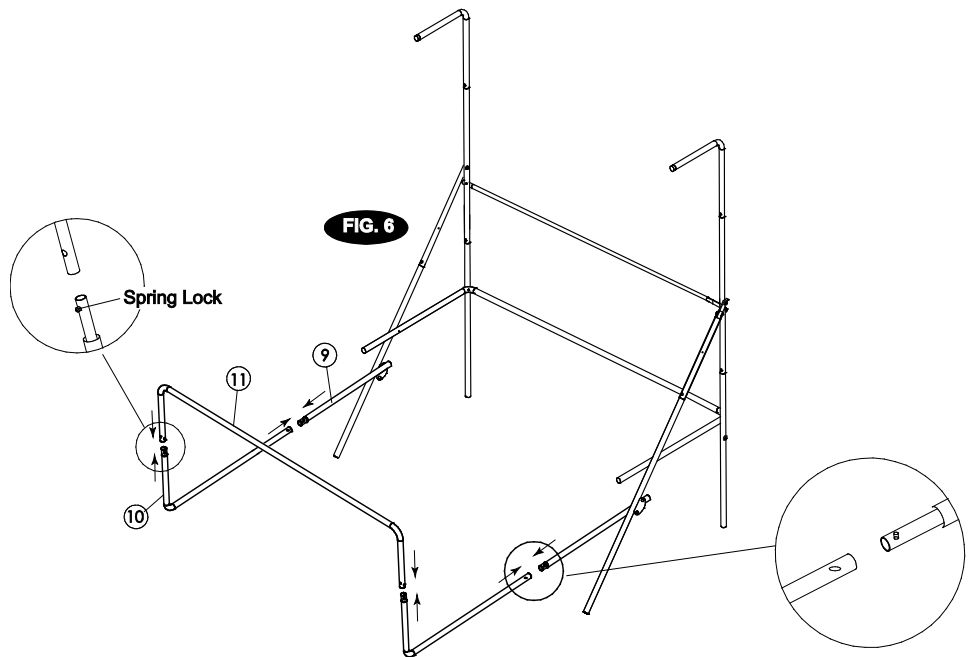


FIG. 7

Attach the Rim Assemblies (#17) and Rim Support Plates (#18) to the Backboard (#21) using the Bolts (#23), and Nuts (#27). Then attach the Switch Sensors (#15) and the Scoring Arm Plate (#35) to the Backboard (#21) using the Bolts (#23), and Nuts (#27) as shown in FIG. 7

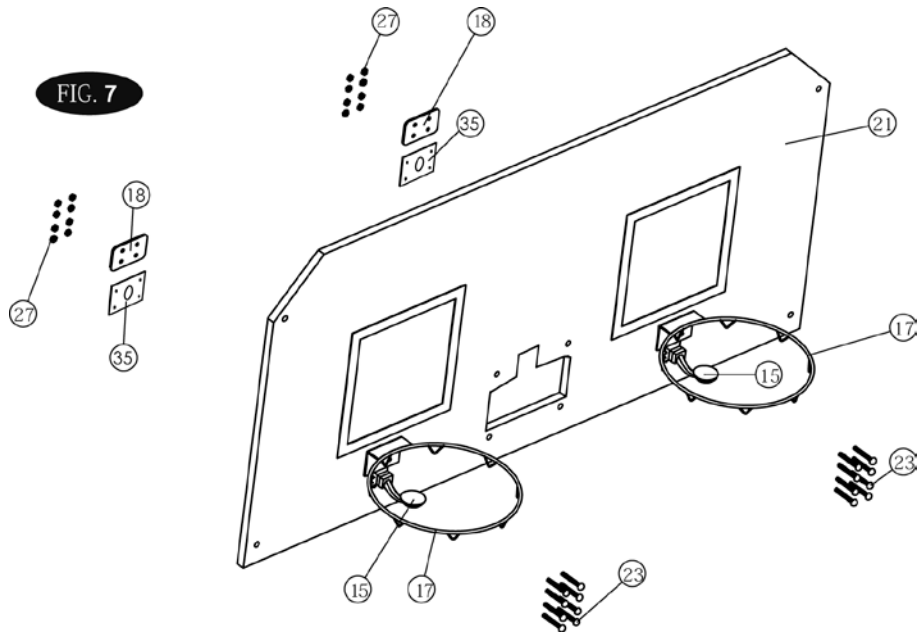
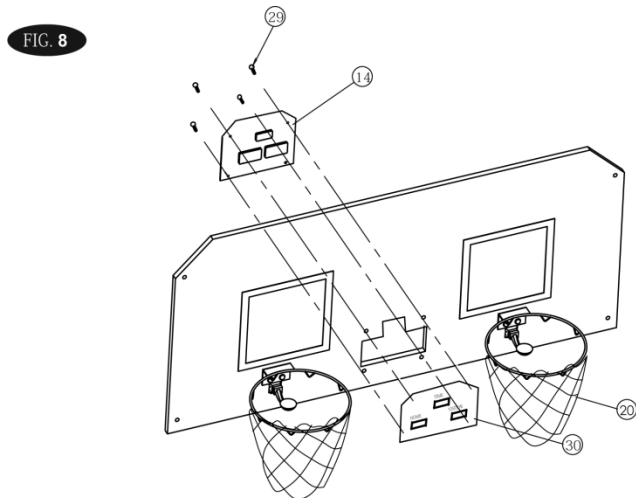


FIG. 8

Attach Electronic Scorer Face Plate(#30) to Backboard (#21) and connect with the Electronic Scorer(#14) using Bolts (#29) as shown in FIG.8.



Loop the Nets (#20) through the Net Hooks on the Rims (#17) as shown in FIG. 8A

FIG. 8A



FIG. 9

Slide elastic straps and the sleeve of Ball Ramp with Side Netting (#13) onto the Board Tubes as shown in FIG.9A & 9B & 9C.

Slide the Horizontal Tube (#12) in front of the Ball Ramp with Side Netting(#13) and attach it to the Ramp U Tube (#11) using Bolts(#24), and Nuts(#27) as shown in FIG. 9D.

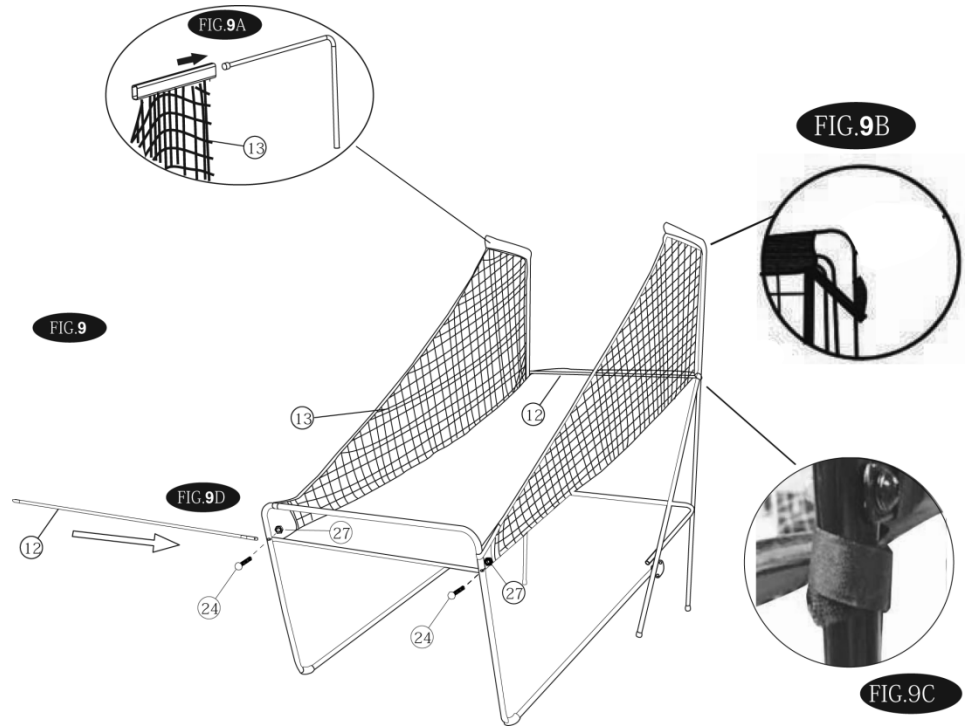


FIG. 10

With the help of another adult, Attach the Backboard(#21) to the Board L Tubes(#1) using Bolts(#25), Washers(#22) and Nuts(#27) as shown in FIG. 10A.

At each bottom hole of the backboard, attach the ramp tabs of Ball Return with Netting(#13) using Bolts(#25), Washers(#22) and Nuts(#27) as shown in FIG. 10B.

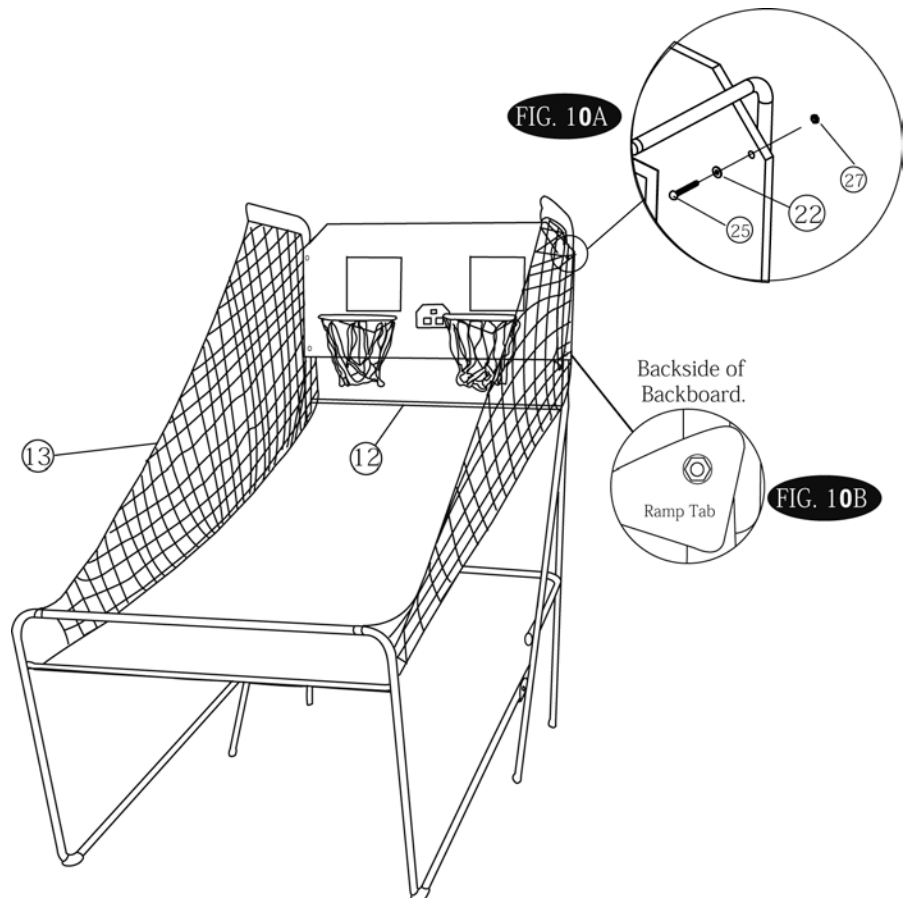


FIG. 11

Connect the Sensor Wire of the Switch Sensor to the Electronic Scorer (#14) as shown in FIG.11. Connect the Control Wire to the Electronic Scorer (#14) as shown in FIG.11 and 11A.

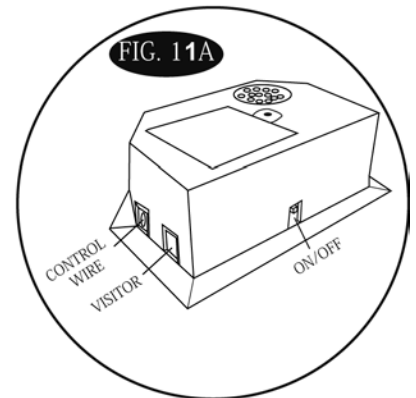
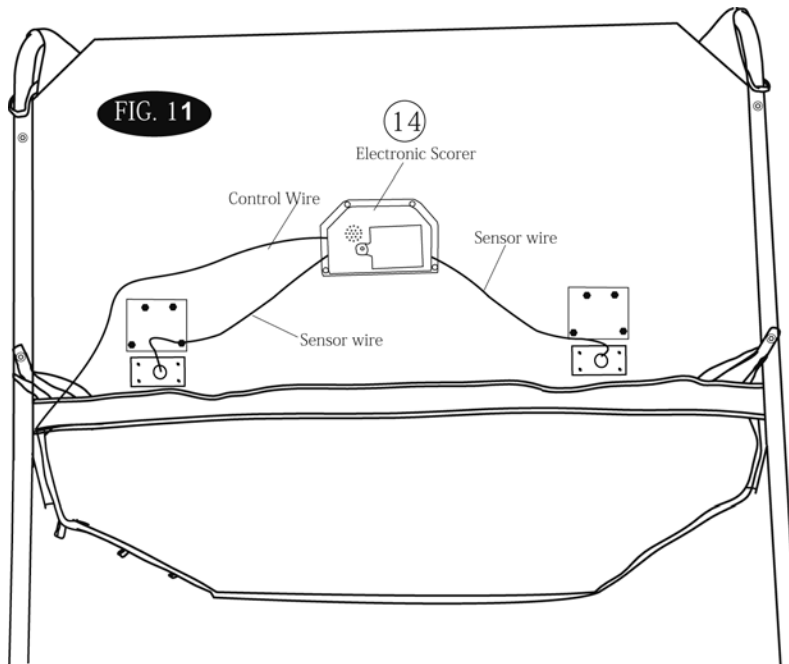


FIG. 12

Remove the plastic screw from the back of the Control Box (# 16). Now attach the Control Box (#16) to the corner of the Ramp U Tube (#11) using the plastic screw as shown in FIG.12A.

Run the rest of the Control Wire (#37) through the loops on the Ball Return with Side Netting (#13). Place the Control Wire on the Ramp U Tube (#11) using the Self - Stick Straps.

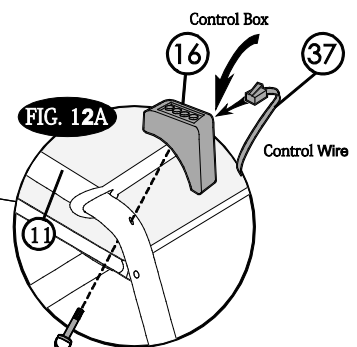
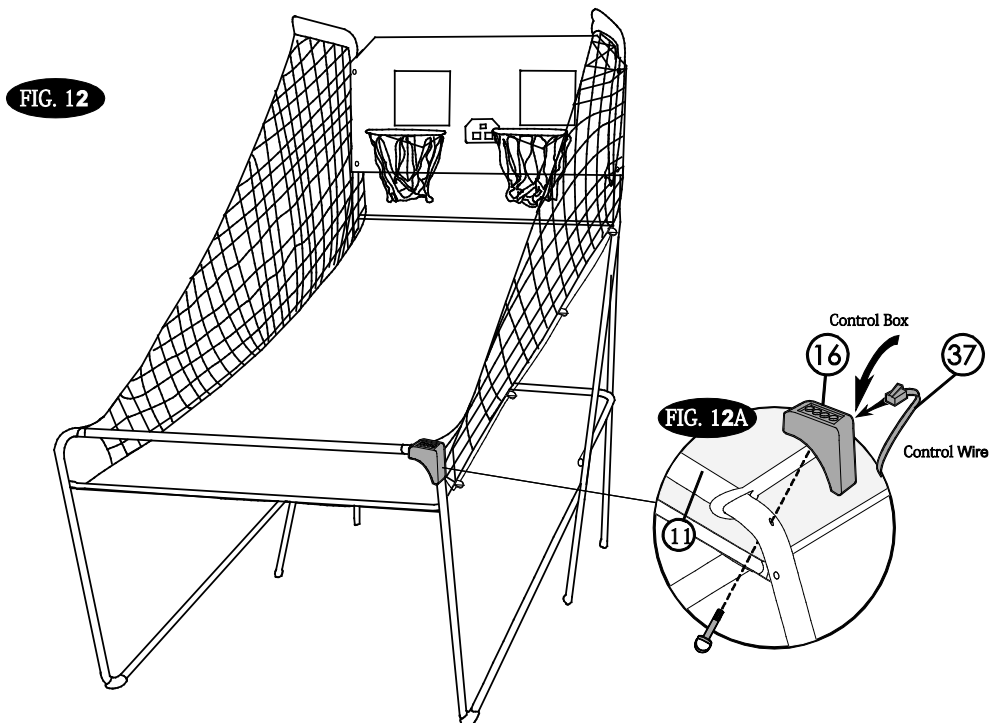
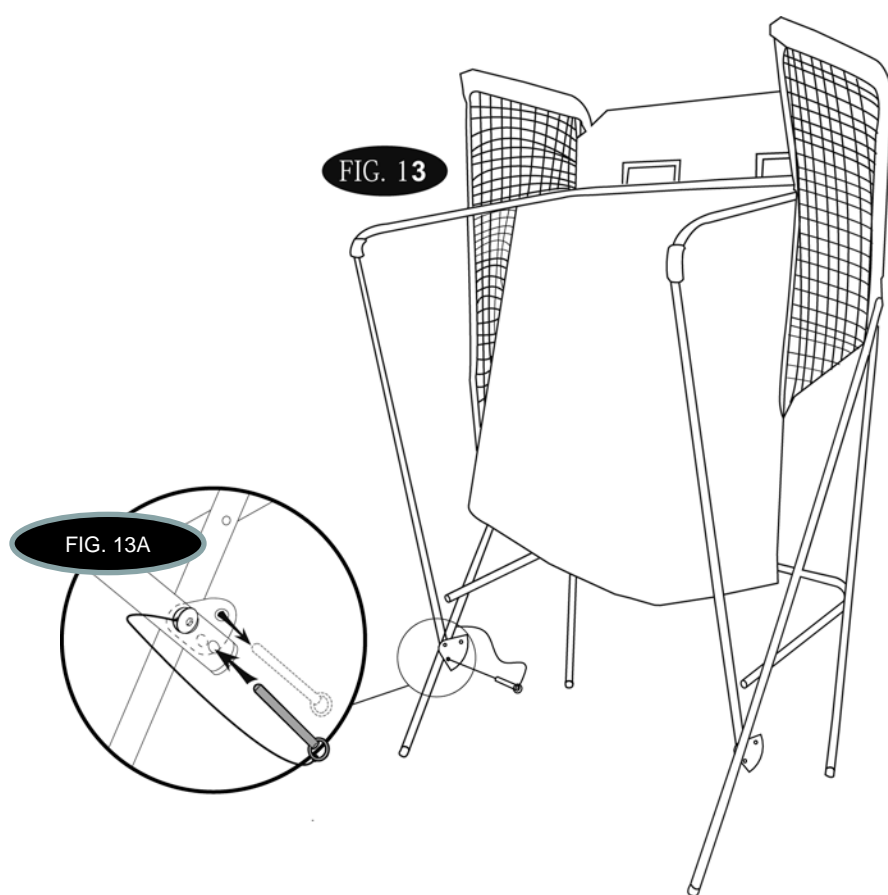


FIG. 13

To fold the basketball game into the storage position, remove the Lock Pins (#33) from the playing position on the Mounting Tubes (#6) & (#8). Lift the Front Horizontal Ramp Support Tube (#11) until the game is in the storage position as shown in FIG. 13.

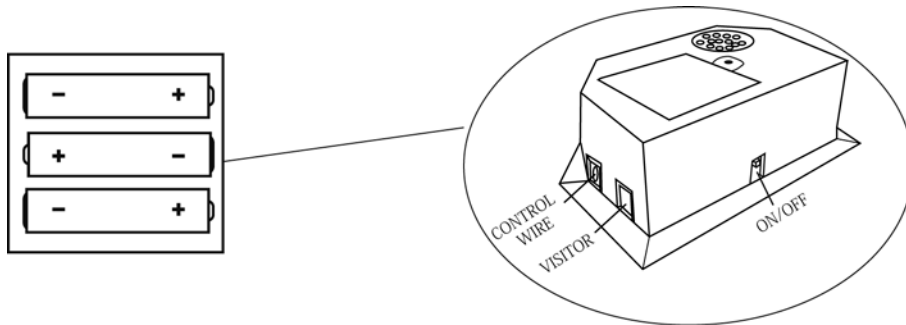
FIG. 13A

Insert the Lock Pins (#33) back into the Mounting Tubes (#6) & (#8), locking the basketball game into the storage position.

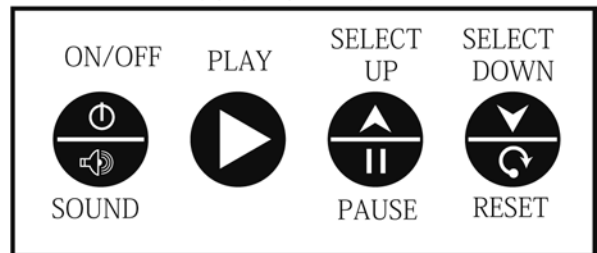


ELECTRONIC SCORER OPERATION

Unscrew the screw using a screwdriver and open the battery box. Insert 3 AA batteries (not included) in the order of polarity as shown on the inside cover. Then close the cover using a screwdriver. Turn the power ON using the ON/OFF switch. (if the game will not be used for a long period of the time, we recommend that the batteries should be removed).



CONTROL PANEL



CONTROL BOX OPERATION

Press "ON/OFF" to activate the scorer.

Scoreboard "HOME" shows "01" (pre- set game 1).

Press "SELECT UP and DOWN" to select a game.

Press "SELECT UP and DOWN" to enter selected game mode.

Press "SOUND" to switch sound ON/OFF while playing.

Press "PAUSE" to pause or start time counting.

Press and hold the button "ON/OFF" 3 seconds to turn off scorer.

Press and hold the button "RESET" 3 seconds to reset the games.

Note: If no shot is made or no button is pressed in 15 minutes, scorer will be turned off automatically.

Trouble Shooting:

Game won't turn on

1. Make sure switch on scorer is in the on position.
2. Make sure switch paddle wires are in the home and visitor slots on the scorer.
3. Make sure the control box wire is in the control slot on the scorer.
4. Press/hold down the on/off bottom on the scorer for 2 seconds to turn game on.

Game shuts off during play

1. Check the batteries. Make sure they are new batteries.
2. The batteries might be loose causing the game to shut off. Take off the battery cover on the scorer. Take a piece of paper, fold it so it fits over the batteries. Put the battery cover back on. This should better secure the batteries and prevent them from moving in any way.

Game Options

Beat the time Clock

Press "PLAY" to enter game 1.
Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).
Press "PLAY" after the number of player is selected.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.
All shots worth 2 points until last 10 seconds, each score counts 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

3 Point Beat the Time Clock

Press "PLAY" to enter game 2.
Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).
Press "PLAY" after the number of player is selected.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Scoreboard "HOME" shows Player 1, 3; Scoreboard "VISITOR" shows Player 2, 4.
All shots made count 3 points.
Countdown 5 seconds to next player's turn when one player finishes game.
Player with more points scored wins (LED will flash on player with higher score).
Press "PLAY" to restart this game.

Battle Back

Press "PLAY" to enter game 3.
Press "UP/Down" to select playing time, 30/45/60 seconds.
Press "PLAY" to begin the game.
Shot made in "HOME" frame, +2 points scored display on "HOME" board and -2 points for "VISITOR".
Shot made in "VISITOR" frame, +2 points scored display on "VISITOR" board and -2 points for "HOME".
Once a player scores 10 points who wins and game is finished.
Press "PLAY" to restart this game.

Horse

Press "PLAY" to enter game. Press "UP/Down" to select multiple players (P2/P3/P4).

Press "PLAY" after the number of player is selected.

Player has to make a shot in 2 seconds.

First player is allowed to shoot at any hoop (Home or VISITOR). If first player scores in 2 seconds, no letter is given. Game continues for next player. Scoreboard will display "next player(P2P3/P4)" and LED will flash twice in a second. After flash, next player has to duplicate the shot in the same hoop selected by first player.

If player can't score in 2 seconds, player receives the first letter "H" which will display on scoreboard. Game remains for the same player until the player scores. If player keeps missing, player receives "O" followed by "R", "S", "E". The letter "E" is given, the player is out.

The first player to spell "horse" loses. Players stay in repeat step d.e.f. till game is finished.

The last player to spell "horse" wins. Press "PLAY" to restart this game.

Check Point

Press "PLAY" to enter game 5. Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" to begin the game.

"HOME" displays "player", "VISITOR" displays "24" points, pre-set 40 seconds playing time.

Points scored will display on scoreboard "HOME"

Before time is out, once 24/52/68/86 points is scored, playing time increases 10/20/10/20 seconds respectively.

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score).

Game is finished when a player scores 99 points. Press "PLAY" to restart this game

Around the World

Use tape to mark the shooting lines. Press "PLAY" to enter game 6.

Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Scoreboard "HOME" displays Player 1/2/3/4, "VISITOR" displays scored points.

Once score comes to 14 points or time comes to 99 seconds countdown 5 seconds to next player's turn when one player finishes game.

Player who finishes the game first wins (LED will flash on winner). Press "PLAY" to restart this game.

Left and Right shoot

Press "PLAY" to enter game 7. Press "UP/Down" to select single/multiple players (P1/P2/P3/P4).

Press "PLAY" after the number of player is selected.

Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Scoreboard "HOME" displays Player, "VISITOR" displays points.

Make a shot in "HOME" frame when LED is flashing on "HOME", 2 points scored display on "HOME".

Make a shot in "VISITOR" frame when LED is flashing on "VISITOR", 2 points scored display on "VISITOR".

Countdown 5 seconds to next player's turn when one player finishes game.

Player with more points scored wins (LED will flash on player with higher score). Press "PLAY" to restart this game.

One to One

Press "PLAY" to enter game 8. Press "UP/Down" to select playing time, 30/45/60 seconds.

Press "PLAY" to begin the game.

Shot made in "HOME" frame, 2 points scored for "HOME", all shots count 3 points in last 10 seconds.

Shot made in "VISITOR" frame, 2 points scored for "VISITOR", all shots count 3 points in last 10 seconds.

Player with more points scored wins when time is out.

Press "PLAY" to restart this game.

This device complies with the part 15 of the FCC rules. Operation is subject to the following two conditions :

(1) This device may not cause harmful interference.

(2) This device must accept any interference received, including interference that may cause undesired operation.